

FANTASY GENERAL™

READ ME FIRST!

Hi! We know you're anxious to begin FANTASY GENERAL, but before you do, please be sure that your system meets the following minimum system requirements:

- 386DX/40 MHz IBM PC or compatible
- 8 MB of RAM
- MS-DOS 5.0 - 6.22
- An **Uncompressed** hard drive with 10 MB free for the small install
- An **Uncompressed** hard drive with 62 MB free for the large install
- SVGA graphics with a colour SVGA Monitor
- A 100% Microsoft (or Logitech) compatible mouse
- Microsoft mouse driver version 9.0 or higher or Logitech mouse driver 6.20 or higher

The minimum requirements for the CD-ROM are a 350 millisecond access time and a 150 KB data transfer rate.

The minimum amount of free RAM required is:

450,000 BYTES OF FREE BASE RAM

6,026,000 BYTES OF FREE XMS

Remember, 1K is equal to 1024 bytes. For example, 440K equals 450,560 bytes

Users with 8 MB systems who have TSR (terminate and stay resident) files loaded (including RAM caches such as Smartdrive) may have to create a boot disk to run Fantasy General. Refer to the "Troubleshooting" section for more details.

If you get the following error when you begin the game, "Failed to init Heap", then you must create a boot disk. This error means that your computer doesn't have enough free XMS memory to run the game.

NOTE: Hard drive size and total system memory available have no bearing on free RAM. Follow the directions below to determine if you have enough available memory to run the game.

Windows® 95 Users

If you run FANTASY GENERAL through the Windows 95 environment, FANTASY GENERAL may lock up at random times and FANTASY GENERAL might run substantially slower. We recommend that you run the game in DOS Mode, but if you are going to run in Windows 95, you must make sure no other applications are running, and your screen saver is turned off. We also recommend that you use the "Fast Save" option at the beginning of each tactical battle.

To Check Your Free Base RAM

Type **MEM** from within the DOS directory. The free base RAM is listed as "LARGEST EXECUTABLE PROGRAM SIZE." Compare the listed amount to the amount of free memory required by the game. Also listed is "FREE EXTENDED MEMORY" (or free XMS). If your amount is lower than the game requires, follow the instructions for making a "boot disk" given under the "Memory" section of this data card, or free up additional memory (see the Memory Management section of your DOS manual) before continuing.

BOX CONTENTS

Your game box should contain one CD-ROM disc (CD), one FANTASY GENERAL User Manual, and this data card.

INSTALLING THE GAME

The game cannot be played from the CD, some files must be installed to your hard drive before you can begin play.

1. To install the game, place the CD in your CD-ROM drive. Be sure this drive is the active drive. For example, to make drive D the active drive, type **D:** and then press Enter.
2. Type **INSTALL** and press Enter. A screen listing basic system information is displayed. If the install program detects any unmet system requirements, the problem areas will be highlighted in red. Clicking on any item (or typing the corresponding item number) displays additional information and/or help for that item.
3. Follow all on-screen prompts.

If you experience problems during installation, please refer to the "Troubleshooting" section of this data card. Additional information regarding memory, sound, video, and mouse setup can be found there.

STARTING THE GAME

1. Boot your system normally with MS-DOS 5.0 - 6.22.
2. Insert the CD into the CD-ROM drive.
3. Be sure that the hard disk containing the game is the active drive.
4. Change the current directory to the game's directory. For example, to change to the *default* directory type **CD \FG** and press Enter.
5. Type **FG** and press Enter to start the game.

For complete and specific "how to play" information, please refer to the User Manual. Any notes regarding changes to the game made after the rule book was printed, or any rules errata can be found after the "Troubleshooting" section. Please read the README.TXT file in your game directory for more information.

SAVING GAMES

FANTASY GENERAL requires space on your hard drive for saved games and temporary files. You need approximately 500,000 bytes free on your hard drive, after installing the game.

TROUBLESHOOTING

This section provides you with several easy steps to solve some common problems.

MEMORY

This game requires **450,000** bytes of **free** base memory and **6,026,000** bytes of **free** Extended (XMS) memory to run. Read the front page of this data card to find out how to check your **free** RAM. If your system does not have enough free base memory, the game may tell you in the form of an error message or it may crash after startup or during play. Not having files and buffers set high enough for the program can result in corrupted data in saved games and/or crashes during play.

HOW TO MAKE A BOOT DISK

You can free more memory without changing your normal system configuration by creating a boot disk. A boot disk is the best way to temporarily change your system's configuration without possible side effects.

You can make a pre-configured boot disk from the install program by following the directions below.

1. Place a blank disk in your A: drive. (Note: it must be your A: drive to operate properly.)
2. Place your FANTASY GENERAL CD into your CD-ROM drive.
3. Change the active drive to the CD-ROM drive (usually D:) by typing **D:** and pressing Enter.
4. Type **INSTALL BOOT** and press Enter.
5. Follow the on-screen prompts until you see the message "Boot Disk Creation Successful".
6. **Add the appropriate CD-ROM (and if applicable, sound card) drivers to your boot disk.** These can be found in the original C:\CONFIG.SYS and C:\AUTOEXEC.BAT files, or the appropriate hardware manuals.

To Start the Game with this Boot Disk

1. Place your boot disk in the A: drive and the game CD in the CD-ROM drive.
2. Reboot your machine (Ctrl-Alt-Del on the keyboard, or hit the reset button).

After your machine reboots, you will find yourself in the FG game directory. Type **FG** and press Enter to start the game.

This procedure works for most systems. Certain conditions, however, may prevent our program from successfully creating a boot disk for your particular system setup (a non-standard mouse driver or operating system other than MS-DOS, for example). If you experience problems using this procedure, try the manual boot disk procedure below. (Note: This procedure may not work with PS/1s or laptops.)

To Create a Boot Disk Manually

1. Place a floppy disk in drive A: (Note: it must be in drive A:).
2. From the C: prompt, type **FORMAT A:/S** and press Enter.
3. Go to the A: drive by typing **A:** and press Enter.
4. Type **EDIT CONFIG.SYS** and press Enter. When the blue screen appears type in the lines just as they appear in the sample CONFIG.SYS below. Save this file (choose "Save", not "Save As"), then exit.
5. Type **EDIT AUTOEXEC.BAT** and press Enter. When the blue screen appears type in the lines just as they appear in the sample AUTOEXEC.BAT below. Save this file (choose "Save", not "Save As"), and exit.

Sample files:

CONFIG.SYS

DEVICE=C:\DOS\HIMEM.SYS

DOS=HIGH

FILES=25

BUFFERS=25

AUTOEXEC.BAT

PATH=C:\;C:\DOS;C:\MOUSE

PROMPT \$P\$G

LH MOUSE

IMPORTANT: Be sure to include the necessary CD and sound card drivers in the appropriate files. Refer to your respective CD and sound card manuals, or original CONFIG.SYS and AUTOEXEC.BAT files, for the correct names and locations of the drivers required.

For example, the Media Vision Pro Audio Spectrum 16 users may need the following line in their CONFIG.SYS:

DEVICEHIGH=C:\PROAUDIO\MVSOUND.SYS D:3 Q:7 S:1,220,1,5 M:0 J:1

To Start the Game with this Boot Disk:

1. Place your boot disk in the A: drive and the game CD in the CD-ROM drive.
2. Reboot your machine (Ctrl-Alt-Del on the keyboard, or press the reset button).
3. Be sure that the hard disk containing the game is the active drive.
4. Change the current directory to the game's directory. For example, to change to the default directory type **CD\FG** and press Enter.
5. Type **FG** and press Enter to start the game.

SOUND CARDS

The following sound cards are supported: *UltraSound, Sound Blaster 16; Sound Blaster Pro III; Sound Blaster Pro II; Sound Blaster Pro I; Sound Blaster Regular; Media Vision PAS-16.*

FANTASY GENERAL'S sound installer lists several sound cards drivers not supported by the game. These drivers may work, and are included for that reason.

If you are experiencing problems with your sound card, try running the diagnostic software that comes with your card. Eighty percent of all sound card problems are due to mistaken configurations. If you are running a sound card that is not listed above, or are running a sound card in an emulation mode, your results may not be optimal. This game was tested only on the listed cards.

If you are experiencing problems with the game, try configuring the game for No Sound. If the game will now run normally (but without sound, of course), then you probably need to reconfigure your sound. Type SETSOUND at the EXE subdirectory in your game directory, choose "NO" when asked to accept the default settings, correct the IRQ setting, and try starting the game again. If your game still will not run, consult the manual that came with your sound card for diagnostic procedures.

If you do not get music while running the game, then use the mixer software that is supplied with the sound card you purchased. The mixer will allow you to change the volume of the music coming from the CD-ROM. Following is a list of mixer software that you might have: Mixerset, Jazzmix and Pmix.

If you still do not get music, check to be sure that there is a CD Audio cable connecting your sound card and your CD-ROM drive. You can test this by attempting to play an audio CD from within Windows, or using a CD Player utility from DOS.

VIDEO CARDS/VESA DRIVERS

The following video cards are supported: *ATI; Cirrus (Cirrus Logic); Diamond (many cards, may require individual drivers); Genoa; Orchid; Tseng (ET 4000)*

If you are experiencing any problem with your video/VESA driver, type **UVCONFIG** from the game EXE directory and follow the on-screen prompts. **UVCONFIG** attempts to select a VESA driver specific to your video card; if it cannot find one, it selects a universal VESA driver that should work on most video cards. Should the VESA driver selected by **UVCONFIG** fail to work, a VESA driver specific to your video card must be obtained from the card's manufacturer. Once a VESA driver has been selected, you must use **FGVESA** to start the game, instead of **FG**.

MOUSE SETUP

If your mouse is not functioning, you should make sure the driver has been loaded for use with DOS-based programs. Windows and other programs of its type have built-in mouse drivers that do not function outside of their environment. Loading a mouse driver may be as simple as typing **MOUSE** (and pressing Enter) before starting the game. Since the command differs from mouse to mouse, you may need to consult your mouse user's guide for the location and name of your particular driver software.

If your mouse is acting erratically, it may be due to an old mouse driver for your mouse, or it may not be fully Microsoft or Logitech compatible. Check with the mouse manufacturer to see if there is an updated mouse driver available.

TECHNICAL SUPPORT

If you are having problems, please consult the "Troubleshooting" section of this data card before calling technical support. We have a staff of technical support specialists ready to help you with any problem you may encounter with the game. If your problem is due to your system configuration they will tell you of the game's requirements and suggest some possible solutions.

Because of the millions of different hardware and software combinations possible with today's PCs, **you may still have to consult with your computer dealer, hardware manufacturer, or software publisher in order to properly configure their product to run with our game.**

If at all possible, be near your computer when you call. The technical support specialist will need specific information about your machine and may need you to access or change some files while you are on the phone. If it is not possible to be near your computer, be sure to have the following information:

- A listing of all of your machine's hardware and its settings.
- The contents of your **AUTOEXEC.BAT** and **CONFIG.SYS** files.
- All the information listed after the **MEM** command (read the "To Check Your Free RAM" section for pertinent information).
- The current configuration of your game.

Should you experience any technical problems with this software, such as it failing to operate, please contact our Technical Services Department:

Address: Technical Services, Mindscape International Ltd,
Priority House, Charles Avenue, Maltings Park,
Burgess Hill, West Sussex, RH15 9PQ, England.

Telephone: From inside the UK: 01444 239600
From outside the UK: {international code} 44 1444 239600

Fax: From inside the UK: 01444 248996
From outside the UK: {international code} 44 1444 248996

Hours of business: 09:30 to 13:00hrs and 14:00 to 16:30hrs Monday to Friday

We regret that we cannot offer game hints and tips, as the service is provided for technical difficulties only.

SSI BBS

We have a BBS containing patch files to update most of our products to the most current version, as well as product demos and new product announcements.

If you have a 9600, 14.4K, 21.6K, or 28.8K baud modem, call 001 408 739 6137 (CANADA). If you have a 1200, 2400, 9600, 14.4K, 21.6K, or 28.8K baud modem, call 001 408 739 6623 (CANADA). Your communications software needs to be set to N,8,1 and your modem must be 100% Hayes compatible. Demos are not available to users with modem speeds under 9600 due to file size and download time.

European customers using 2400—14.4K modems can call our Canadian Affiliate board, Instant Access, at 001 403 473-9131, 001 403 473-2025, or 001 403 472-0178 (CANADA) for the latest updates/demos.

SSI ONLINE

Strategic Simulations, Inc. is currently represented on three online networks: CompuServe, GENie, and America Online. We also maintain a home site on the World Wide Web. You can reach us on these networks as stated below.

World Wide Web

<http://www.ssionline.com>

America Online

E-Mail: Stratsim

SSI Files/Discussion can be found at Keyword: SSI

CompuServe

E-Mail: 76711,250

SSI Files/Discussion can be found at GOTO GAMAPUB

GEnie

E-Mail: SSI.SUPPORT

SSI Files/Discussion can be found in the Game Publishers Forum (Type SCORPIA)



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